The Hum©1998

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Call of Cthulhu

Legal Information

Introduction

This adventure is set in the 1990s, but (with suitable modification) it can be set in other times, such as the 1920s.

The adventure takes the investigators into an area of New Mexico that has been plagued with a mysterious "hum." It is up to the investigators to find the source of the hum and bring peace and quit back to the area.

This adventure makes some references to "Blood Moon", in Chaosium's *Strange Eons*. However, knowledge of that adventure is not required to run this one.

Getting the Investigators Involved

The adventure is written on the assumption that the investigators are either in need of money or are curious enough to go to New Mexico based on an article one of the investigators comes across. The relevant part of the article, from *Odd Events*, is as follows:

> ...a similar strange "hum" has been reported in the tiny New Mexico development of Billingswood. Once an expanding development community, residents began complaining of an unusual humming noise about two months ago. After the strange humming began, the developer, Buster Kates, had the area checked. According to Mr. Kates, "We set up a bunch of top of the line recorders and they didn't pick up a damn thing." Despite the lack of evidence, local residents continue to complain of the mysterious humming. This unsual event has been given a degree of credence by Dr. Trullent, of the University of New Mexico. Dr. Trullent is an expert on sound and the physics of sound and, if our reports are correct, he will soon be researching the phenomenon. When asked about the mysterious hum, Dr. Trullent said "well, it could be many things. Natural events or insects perhaps. Or it might be the result of some human project. In any case, I'll be visiting the area." Perhaps Dr. Trullent has been drawn to the area for reasons other than

> scientific curiosity. Mr. Kates has reputably offered a “substantial reward” to anyone who can find the source of the humming and put a stop to it. So, any reader who needs some quick cash might want to take a trip to New Mexico.

Odd Events is a reasonably reputable magazine of odd and weird things. Unlike many magazines or tabloids, *Odd Events* carefully researchs its stories and has a moderately sceptical outlook. It is run by Dr. Mary Dunstone, an anthropologist.

If the investigators do a little checking, they will be able to find Kates’ business number. Kates owns Yellow Star Development, the company that developed Billingswood Grove and the nearby Zucker Grove.

If the investigators seem sane and professional, Kates’ secretary will tell them that Kates is willing to pay for a solution to the humming problem, but that there is a ten page legal contract that specifies all the conditions for getting paid. She will say that Kates had to have it drawn up after “that damn magazine” ran the article on the mysterious hum. The secretary will say Kates had said that he would “pay good money to get rid of the damned hum”, but he didn’t expect this to be interpreted as an open invitation for every “freak and weirdo” to come to his development. The secretary will be happy to fax the contract to the investigators.

The contract is a very convoluted legal document, which protects Kates from all sorts of things (such as people trying to sue if they get hurt while seeking the hum). However, it does specify that a person or persons who solves the problem of the hum will be paid $10,000. For the money to be collected, the person (or persons) must have signed the form and provide evidence that he (or they) solved the problem.

Alternatively, the investigators could be brought in by a friend who lives in the area, they could be brought in by Dr. Trullent, or they could be hired by Buster Kates. In such cases, the Keeper will have to develop the relevant details.

Keeper’s Background

Approximately forty years ago, the mi-go established an outpost in New Mexico, near what is now Billingswood Grove. The mi-go used the outpost to conduct mysterious research in the area. When Billingswood Grove was set up, the mi-go decided to simply continue their experiments. About two months ago, the mi-go began experimenting with a new type of crystal that they intended to use in communications. In their experiments, they would energize the crystals and observe the effects. Unknown to the mi-go, the crystals acted as rudimentary activation crystals (see pages 29-30 of *Strange Eons*). The energy broadcast by the crystals affected some of the people in Billingswood, causing them to “hear” a humming noise. The “noise” is actually a sort of “static” the crystal emmanations cause in the brains of certain human beings. The noise is annoying, but is not directly harmful.

About a month ago the mi-go learned of the effect of the crystals. Intriqued, the mi-go decided to start a new experiment: they would observe the effects of the crystal emmanations on the inhabitants of Billingswood Grove. To enable them to directly observe the humans, the mi-go sent a modified member of their race (a mi-go brain in a cloned human body) into the area. Since then, the mi-go have been carefully observing the inhabitants as part of their experiment.

Investigation

While there is not a great deal of relevant information available to the investigators, there are some things that they might turn up.

The Area

The area has a very unremarkable history, with almost no reports of unusual events. The only odd event ever reported was a sighting of strange lights in the sky. When Zucker Grove was being constructed, some construction workers claimed to have seen some lights out in the desert, which rose up into the sky and vanished. The construction workers have long since left, but a few of the people in Zucker Grove remember the story. The lights the workers saw were mi-go conducting an experiment.

If the investigators check on Zucker Grove, they will learn it was developed about five years ago, by the same company that is trying to develop Billingswood Grove. The development of Billingswood Grove started about a year ago.

New Mexico

New Mexico is, of course, a hotbed of UFO reports. It is believed by some that the U.S. Government recovered four dead aliens near Roswell in 1947. There was also a UFO landing reported in Soccoro in 1964 and four UFOs were tracked from Oklahoma to New Mexico. There have been numerous other UFO reports in the area of New Mexico, some of which were caused by mi-go sightings. The Keeper might wish to send the investigators off after a red herring to Roswell New Mexico. There they can meet strange people who say interesting, although false, things about UFOs. They can also pick up some souvenirs and T-shirts.

The Locals

If the investigators speak to the local people and are polite, they will be able to find that only some of the people in Billingswood Grove have reported hearing the strange “hum.” They will also say that many people, all of whom either complained of the hum or had family members who did, have left.

Some of the locals will have hypotheses about the cause of the hum. Some of them are sensible (such as the view that the hum is caused by some sort of atmospheric effect) while others are more unusual (such as the views that the hum is a government experiment in mind control). A few people think that aliens are involved. They are, of course, right.

Dr. Larry Trullent

Dr. Trullent is an expert on sound who has come to Billingswood Grove to research the hum. As long as the investigators are intelligent and polite, he will be willing to talk to them.

In the course of his investigations, he has found no indication that there is any audio hum being produced. He himself does not “hear” the hum. Despite the lack of audio evidence, Dr. Trullent believes that there is something going on. He thinks that the townspeople who complain about the hum are sincere. Because of this, he suggested to his university that a medical doctor be sent to the town to check the

population.

Being very tenacious, Dr. Trullent will not abandon his search. He suspects that it is possible there is a sound being produced that he cannot detect with his current instruments. After the investigators arrive in town, Dr. Trullent will be modifying his equipment and will be willing to work with the investigators, provided they seem decent.

Dr. Wilma Lodge

After Dr. Trullent suggests that a doctor be brought in, Dr. Lodge will arrive in town. Dr. Lodge is from the University of New Mexico and an expert on unusual diseases. She is also a mi-go infiltrator. Dr. Lodge will seem a bit odd if the investigators talk to her, but no odder than some human scientists. Dr. Lodge will keep an eye on the investigators.

If the investigators talk to her, she will present a plausible case for the claim that the townspeople are suffering from some sort of unusual inner ear infection. She will, of course, offer to assist the investigators in order to keep an eye on them.

Maps

The following provides details about the adventure maps.

Players' Map

The players' map shows the main area where the adventure takes place. Naturally, it leaves off some key details. All of the details of the map are given in the Keeper's Main Map section.

Keeper's Main Map

Zucker Grove: Zucker Grove is a small development. Approximately 2,000 people live here. Most of the people are retired and are enjoying the quiet life. The houses are all well-kept and fairly expensive. The town has a grocery store, a library, a video store, a pharmacy and a few other small businesses. Many of the things that the investigators might want, such as firearms, explosives, and special equipment, are not available in Zucker Grove. For such items, the investigators will need to travel to a larger town or city.

Billingswood Grove: Billingswood Grove is a small development, designed along the lines of Zucker Grove. Unlike Zucker Grove, Billingswood contains many houses that are for sale. There are also several houses that have not been finished and many empty lots in the development.

Mi-Go Outpost: This shows the location of the mi-go outpost.
Red Circle: The red circle marks the boundary of the strongest area of influence of the mi-go device. The effects of this device are detailed below.
Blue Circle: The blue circle marks the boundary of the weaker area of the influence of the mi-go device. The effects of this device are detailed below.

Mi-Go Outpost Map

The mi-go outpost is buried under ten feet of earth. The entrance is concealed by a large, fake "stone." Under the stone is a tunnel leading down to the outpost. The outpost is made out of unusual substances that make the structure virtually undetectable by current human technology (such as radar and metal detectors). Like most mi-go structures, the interior is functional, but truly alien.

Entrance: The entrance consists of an iris valve in the ceiling of the outpost. The valve only responds to a code in the mi-go language. The valve can also be destroyed by inflicting 50 points of damage. There are three sliding doors in the entrance.

Living Area: This is where the mi-go rest and feed. The area has many odd protrubences which provide the mi-go with their food as well as entertainment.

Lab One: This is the mi-go's biology lab. Here they enage in experiments on terrestrial life, including humans. The lab is suitably equipped with a variety of alien devices and instruments. Some of the mi-go's odd experiments (including several multi-eyed modified animals in cages) are kept here.

Lab Two: This is the lab were the mi-go are experimenting with crystals. The lab contains a wide range of intruments, several crystals, and various other items. The mi-go device is also in this lab. It consists of several crystals held in an organic and mechanical matrix. The device looks rather unusual and seems to be patched together.

Action

The following details the events that are to take place in the adventure. The Keeper can modify the events as needed.

The Unnatural Crow

While the investigators are in town, they will notice an old man, Louis Jones, pedaling a three wheel bike around town. The back of the bike has a large storage basket in which Jones keeps a double barrel 12 gauge shotgun.

The investigators will see Jones parked by a telephone pole, watching some crows on the wires. He will move to get his shotgun and two of the crows will fly off. If the investigators ask Jones what he is doing, he will say "I'm watching the crows that are watching us" and pedal away.

Shortly after that, when the investigators are driving are walking through town, they will see Jones stop by a tree and whip out his shotgun. He will fire both barrels up into the tree and a small, dark shape will thud to the ground. The object will be recognizable as a badly shot up crow, with gaping wounds. If the investigators look closely at the crow (which Jones will encourage), they will see that the gaping wounds are actually eyes that have been pierced by the shotgun pellets. The crow appears normal, except that it has extra eyes, that look more like human eyes than crow eyes, on its chest and back. The crow also has a highly modified brain and other organs which enables it to transmit information to and receive commands from the mi-go. Aside from the modifications, the crow is otherwise like a normal crow (it flies and dies the same).

The crow is the product of mi-go technology and is used as a spy. The mi-go have

several of these birds in the town and they use them to observe the townspeople. They will also be used to watch the investigators.

People Go Missing

While the mi-go will not realize it, their own experiments will begin to affect them. The crystal emmanations will begin to cause minor structural breakdowns in their thinking organs which will, in effect, begin to drive them insane (by mi-go standards). This insanity will cause them to take actions they would not otherwise take.

The mi-go leader will decide that passive observation is not enough and that some living specimens are needed. The leader will decide that several people are needed, rather then the usual one. That night, the mi-go will break into three homes, shoot the inhabitants with their weapons and take the people back to their base for dissection. Naturally, people will notice that some people have gone missing. If the investigators check the houses, successful Spot Hidden rolls will reveal that each house has one or more windows that have an odd circular distortion, like the glass has been warped or melted. The distortion is from the mi-go's weapons being fired through the glass. Once the mi-go stunned their victims, they used a special device to open the doors.

Dr. Lodge will know that her fellow mi-go took the people and she will contact the mi-go to find out why. When talking to the leader, she will realize that the leader has become unstable. Dr. Lodge will conclude that their experiments have harmed them in some way. Dr. Lodge will try to talk the leader into stopping the experiment, but the leader will refuse. Dr. Lodge will decide that she has to stop the mi-go before they do something that reveals them to the humans.

She will speculate that the mysterious disease drove the people insane and that they fled in the night. Aside from the glass, which she will dismiss as a manufacturing defect, there is no available evidence to contradict her claim. She will start making calls to get the town quarantined.

Mi-Go in Town

Two days after the mi-go take the people, the mi-go will become even more unstable and paranoid. They will be convinced that the mi-go infiltrator is going to turn them over to the humans. Two of them will go into town, looking for Dr. Lodge. Fortunately for Dr. Lodge, the mi-go do not know what the infiltrator looks like. They will buzz from house to house, waking people up and scaring them. Their time away from the device will bring back some measure of sanity to the mi-go and they will fly back to the outpost, before they are clearly seen, to convince their fellows to leave. The other mi-go, made even more paranoid by the effects of their device, will kill the two when they return.

Quarantine

Fully realizing that her fellow mi-go have gone insane, Dr. Lodge will decide to take desperate action. She will be able to get the town placed under quarantine. The government will order that no one leave the town and plans will be made to send in a team to quarantine the town. The investigators should learn of her quarantine

plans in time to take some action. If the investigators do not take action, the quarantine team will be intercepted, killed and replaced by people who serve the mi-go. These people will infect the townspeople and the investigators with a virus that will kill everyone within two days. They will also take care of the mi-go.

Searching for the Mi-Go

Prior to the quarantine, Dr. Trullent will complete his work modifying his equipment. The equipment will now detect a secondary vibratory effect of the mi-go device. Dr. Trullent will speculate that his device is picking up some sort of very odd atmosperic or geologic effect, perhaps minor tremors causing an extremely ususual resonance in rocks.

Dr. Trullent's device is a bit crude, but it is effective enough that it can detect increases and decreases in the strength of the energy it is detecting. Using this feature, clever investigators can locate the source of the energy by transporting the device and observing the effect on the strength.

Jones and Blount will be willing to go with the investigators to find out what is going on. Naturally Dr. Lodge will also volunteer to go along with the expedition.

Battle with the Mi-Go

The mi-go have several detection devices in the area around their outpost that will detect the approach of the investigators. The mi-go, by now extremely paranoid, will decide that they need to exterminate the humans. The four remaining mi-go will arm themselves and head out to kill the investigators. In their maddened state, they will forget their usual caution and will attack in a frenzy, with a 30% chance each round of dropping their weapon and ripping at the investigators with their limbs.

If the investigators try to escape, the mi-go will pursue them. If things go badly for the mi-go, any survivors will attempt to flee to the outpost and lock themselves in.

If Dr. Lodge is with the investigators, she will aid them in fighting the mi-go. If the investigators kill the mi-go, she will look for an opportunity to eliminate them. To give the investigators a chance, her first action could be against Dr. Trullent who will have time to cry out before the poison she will inject in him takes effect.

Conclusion

The adventure continues until the investigators defeat the mi-go or are themselves defeated.

If the investigators give up and leave, the "quarantine team" will kill everyone in town with a virus and take care of the crazed mi-go. For abandoning the people of Billingswood Grove, the investigators should be penalized 1D3 Sanity points.

If the investigators are able to defeat the mi-go by killing them or driving them away, they should receive a 1D6 point Sanity award.

The Keeper may wish to adjust the reward (or penalty) based on specific actions.

NPCs

Sheriff John Blount, Local law enforcement.
STR: 13 CON: 14 SIZ:14 INT:13 POW:12 DEX:12 APP:11 EDU: 14 SAN: 60 HP:14
DB: +1D4
Important Skills: Bargain 25%, Climb 55%, Dodge 42%, Drive Auto 65%, Fast Talk 43%, First Aid 43%, Law 39%, Listen 39%, Spanish 12%, Psychology 34%
Weapons: 9mm 55% 1D10 Range 20 yards Attacks 3 Bullets 15, 12-gauge shotgun (pump) 65% 4D6/2D6/1D6 Range 10/20/50 yards Attacks 1 Shells 5, Nightstick 45% 1D6+1D4
Description: Blount is an average sized man. He has thinning gray hair and a moustache. Blount spent most of his career in New York City and, after retiring from the NYPD, he took the job as sheriff, figuring that it would be a pleasent way to spend his remaining years. While Blount has never encountered anything like the Mi-Go, his years in NYC have prepared him for almost any type of weirdness. Provided the investigators behave properly, Blount will be willing to aid them. If the situation seems bad enough, he will even be willing to deputize them and supply them with police araments. Blount has two extra 12 gauge shotguns and one AR-15 rifle.

Dr. Larry Trullent, Expert on sound.
STR: 11 CON: 10 SIZ: 13 INT: 15 POW:13 DEX: 12 APP:11 EDU: 18 SAN: 65 HP: 12
DB: +0
Important Skills: Computer Use 22%, Electrical Repair 54%, Electronics 50%, Library Use 65%, Listen 55%, Physics 35%, Theory of Sound 65%, Latin 15%
Weapons: None.
Description: Trullent is a thin and nervous looking man. His hair is thinning, even though he is relatively young. He wears wire rim glasses and looks like an academic. Trullent has dedicated his academic career to researching sound. He is considered one of the top experts on sound, but his reputation has been marred a bit by his interest in unusual sonic phenomenon. Trullent is not exceptionally brave, but he will be willing to help the investigators, especially if they seem interested in his research.

Buster Kates, Developer.
STR: 12 CON: 12 SIZ: 15 INT:14 POW:14 DEX: 9 APP:10 EDU: 14 SAN:70 HP:14
DB:+1D4
Important Skills: Accounting 27%, Bargain 65%, Credit Rating 45%, Drive Auto 45%, Fast Talk 62%, Law 23%, Operate Heavy Machinery 45%, Persuade 59%
Weapons: None.
Description: Kates is a large and rather fat man. He has a rather obvious toupee and dresses a bit loudly. However, he is a shrewd businessman. Kates believes in the bottom line and has no tolerance for stories about aliens or other odd things. He also has no desire to risk his own life in any foolish undertakings (he hires people to do that).

Louis Jones, Eccentric old man.
STR: 11 CON: 11 SIZ:13 INT: 12 POW: 11 DEX: 12 APP:11 EDU: 16 SAN: 53HP: 12 DB:+0
Important Skills: Accounting 65%, First Aid 45%, Law 42%, Library Use 43%
Weapons: 12-gauge shotgun (double barrel) 55% 4D6/2D6/1D6 Range 10/20/50 yards Attacks 1/2 Shells 2
Description: Jones is a thing old man with gray hair. He pedals about the town on his three wheel bicycle. He keeps a variety of items, such as books, in the bike's basket. He also keeps a 12 gauge shotgun with him at all times. Jones was "retired" after he had a minor breakdown at work. Since then he thinks that there are things out to get him. Because of his mild paranoia, he quickly noticed the crows watching the town and decided to take matters into his own hands.

Dr. Wilma Lodge, Mi-go infiltrator.
STR: 9 CON: 14 SIZ:12 INT: 15 POW: 15 DEX: 13 APP: 9 EDU: 19 SAN: n/a HP:14 DB:+0
Important Skills: Fast Talk 43%, First Aid 65%, Hide 34%, Imitate Human 60%, Medicine 61%, English 65%,Psychology 23%
Weapons: 9mm 55% 1D10 Range 20 yards Attacks 3 Bullets 15.
Description: Dr. Lodge appears to be a plain looking middle-aged woman. She dresses badly and often acts very oddly. Of course, she does not seem that out of place in the academic cuture. She also sleeps with her eyes open. While Lodge is supposed to be an expert on infectious and unusual diseases, she is actually a Mi-Go who has had it's thinking organ transplanted into a human body. Lodge's goals are to prevent the humans from learning about the Mi-Go and to aid the other Mi-Go.

Mythos Beings

Mi-Go, The Fungi from Yuggoth, Lesser Independent Race

Description: The Mi-Go are described on page 189 of the 5.5th edition of the *Call of Cthulhu* rule book. Mi-go #1 is the leader and knows Brew Space-Mead (for transporting test subjects) and Cloud Memory (for erasing the memory of test subjects.) Mi-go #5 knows the spell Elder Sign.

These mi-go are scientists and prefer to avoid combat. However, if forced into combat they will fight intelligently, making use of their weapons and their ability to fly.

Characteristics	Rolls	Averages	#1	#2	#3	#4	#5	#6
STR	3D6	10-11	12	14	13	11	14	9
CON	3D6	10-11	13	14	12	11	12	11
SIZ	3D6	10-11	12	15	11	12	13	12

INT	2D6+6	13	17	13	14	13	15	14
POW	2D6+6	13	18	14	15	14	16	15
DEX	4D6	14	16	15	18	19	17	16
HP		10-11	13	15	12	12	13	12
Damage Bonus		0	0	+1D4	0	0	+1D4	0

Move: 7/9 Flying
Weapons: Nippers 30% 1D6+ Grapple, mi-go weapon 30% 1D8+stun.
Armor: None, but their unusual bodily composition causes all impalling weapons to do only minimum damage.
Spells: A Mi-Go has its INT X2 chance to know 1D3 spells.
Sanity Loss: 0/1D6 Sanity points to see a Mi-Go.

Mi-Go Weapon

The mi-go in this adventure are armed with special mi-go weapons. The weapons are about the size of a human made carbine, but are clearly alien in design. The grips and body of the weapon are made out of an oddly pitted and convoluted metal that is a dull silver color. The barrel of the weapon is a ridged deep blue crystal which glows faintly when the weapon is active. The weapon is powered by what looks like a deep black, polished stone. The magazine, which holds eneough energy for fifty pulses, attaches to the right side of the gun, just ahead of the handgrip.

The weapon fires a deep blue energy pulse framed in small arcs of electricity. If a pulse hits a target, it will take 1D8 in damage, plus an additional stun effect. If the pulse, which has a strength of 15, overcomes the targets CON, the target is rendered unconscious for 1D6 minutes. If the roll fails, the target is able to shake off the effect, but suffers a -5% on all skill rolls for the next 1D6 minutes. The effects of hits are cummulative, although the effects will wear off. For example, if a character is hit twice and the effect of the first hit is three minutes and the second five minutes, the character will be at -10% for three minutes and -5% for one minute after that.

Base Chance	Damage	Base Range	Attacks Round	Shots	Hit Points	Mal
10%	1D8+ Special	90 yards	3	50	15	00

The Mi-Go Device

The mi-go's device was intended to be for communication, but it turned out to have unexpected effects.

Blue Circle: Within the blue circle, the device produces a psychic "hum." Approximately 60% of all humans can sense the emmanations of the device, which they detect as a humming noise with no discernible source. The hum itself is harmless, although it is irritating. Most people who can sense it will find it

annoying and distracting.

Red Circle: The device produces stronger effects within the red circle. It has the same effects as in the blue circle, but the hum seems louder. Further, the energy can have some odd effects on people who can hear the hum. Each hour that a sensitive person is in the red circle, roll on the following chart for each person (alternatively, the Keeper can decide when effects take place):

Roll (1D100)	Effect
1-90	None
91-95	Person "hears" strange voices whispering nearby. It is in no known language, but the person will "feel" that it is meaningful. What the person is "hearing" are hidden codings in their brain, placed in the genes of some humans centuries ago by the mi-go.
96-97	The person "hears" strange voices clearly. While the person will not be able to understand the language, they will "feel" that is meaningful. The person will be struck with a terrible fear, requiring a Sanity check. A failed roll costs 1 Sanity point, a successful roll results in no loss. What the person is "hearing" are hidden codings in their brain, placed in the genes of some humans centuries ago by the mi-go.
98-99	The person "hears" strange voices clearly and experiences horrible visual hallucinations. While the person will not be able to understand the language, they will "feel" that is meaningful. The person will see faint, shadowy outines around them (images of mi-Go). The person will be struck with a terrible fear, requiring a Sanity check. A failed roll costs 1-2 Sanity points, a successful roll results in no loss.
00	The devices triggers latent powers in the person causing an invisible force to manifest. The force will randomly damages things in the area. The force inflicts 1D3 on anything it strikes and leaves damage that appears to be from tearing and blunt force. The effect will last 1D6 minutes. The Keeper needs to decide what the force strikes. The person will have no idea he or she is generating the force and is just as likely to be harmed as anyone else.

Players' Handouts

Handout#1

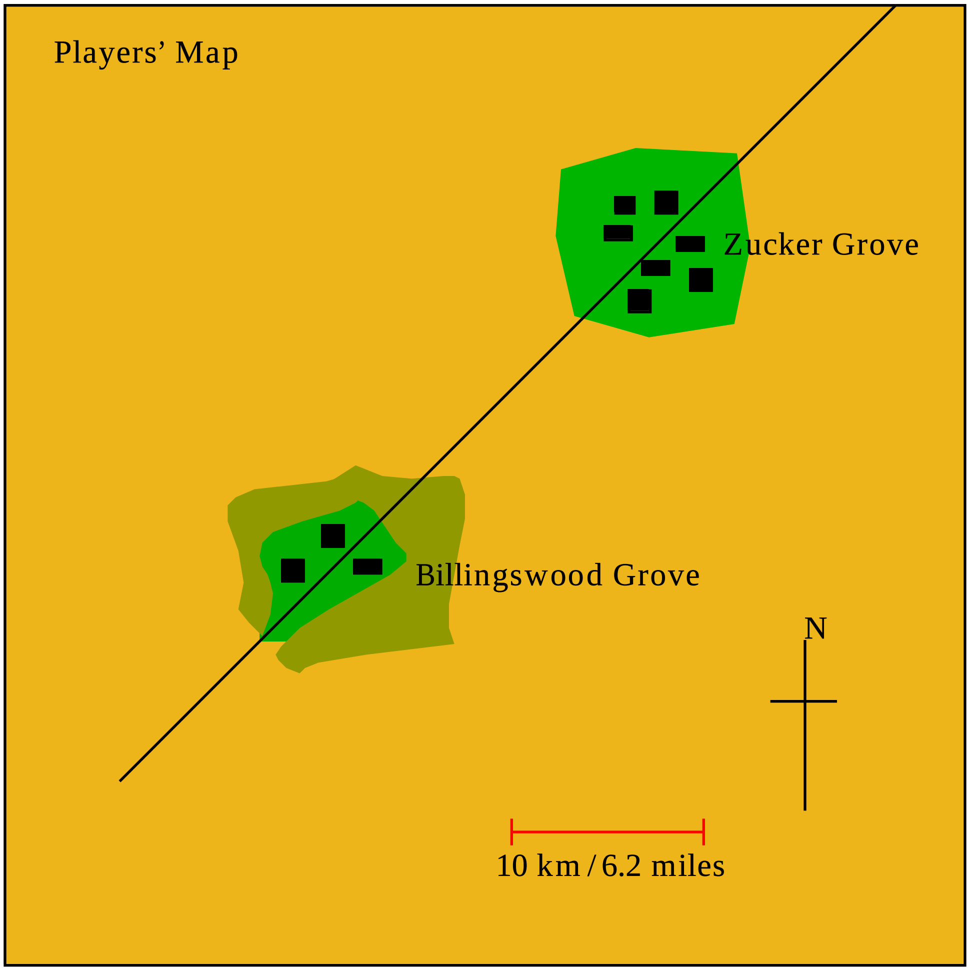
-From *Odd Events*

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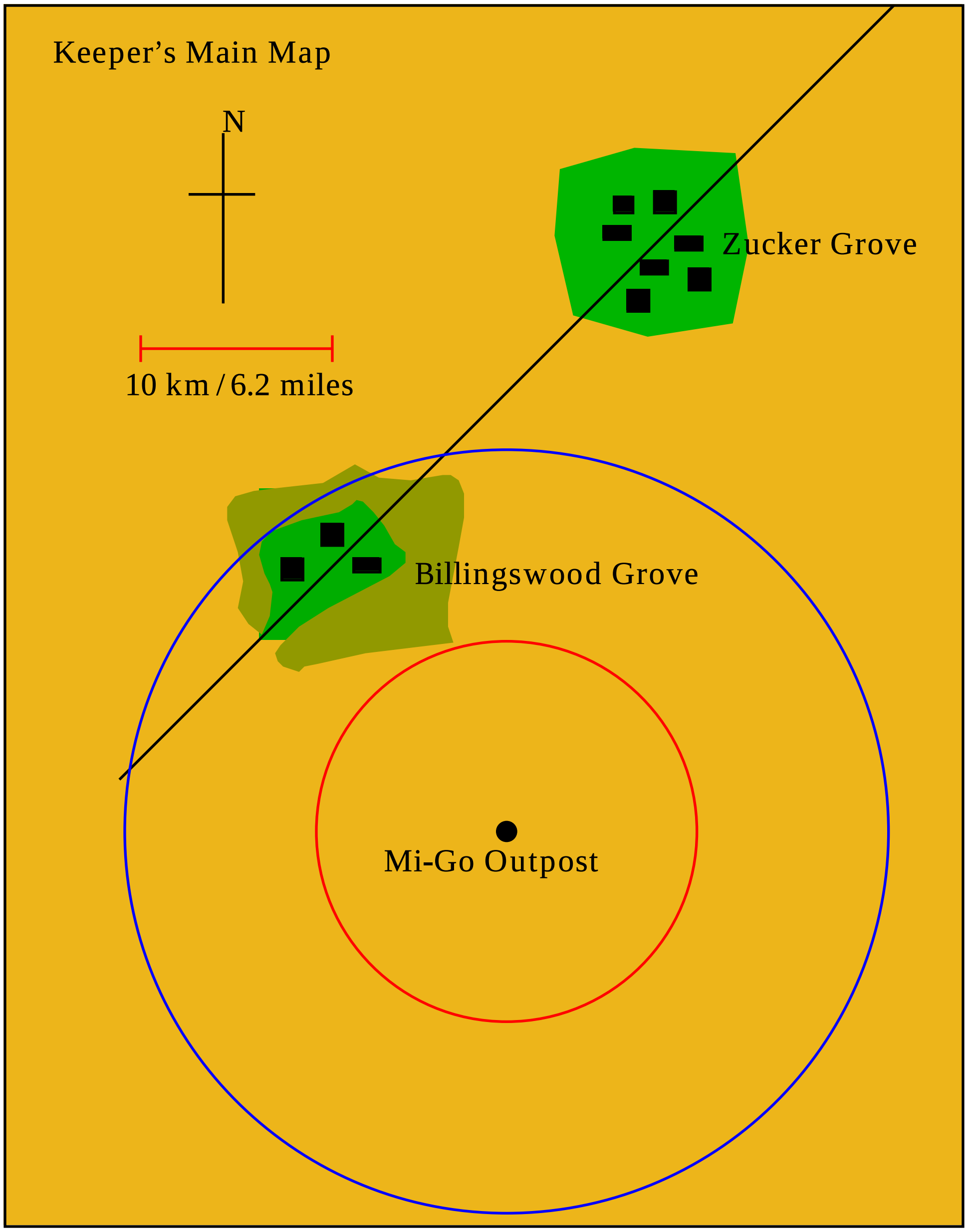
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Perhaps Dr. Trullent has been drawn to the area for reasons other than scientific curiosity. Mr. Kates has reputably offered a "substantial reward" to anyone who can find the source of the humming and put a stop to it. So, any reader who needs some quick cash might want to take a trip to New Mexico.

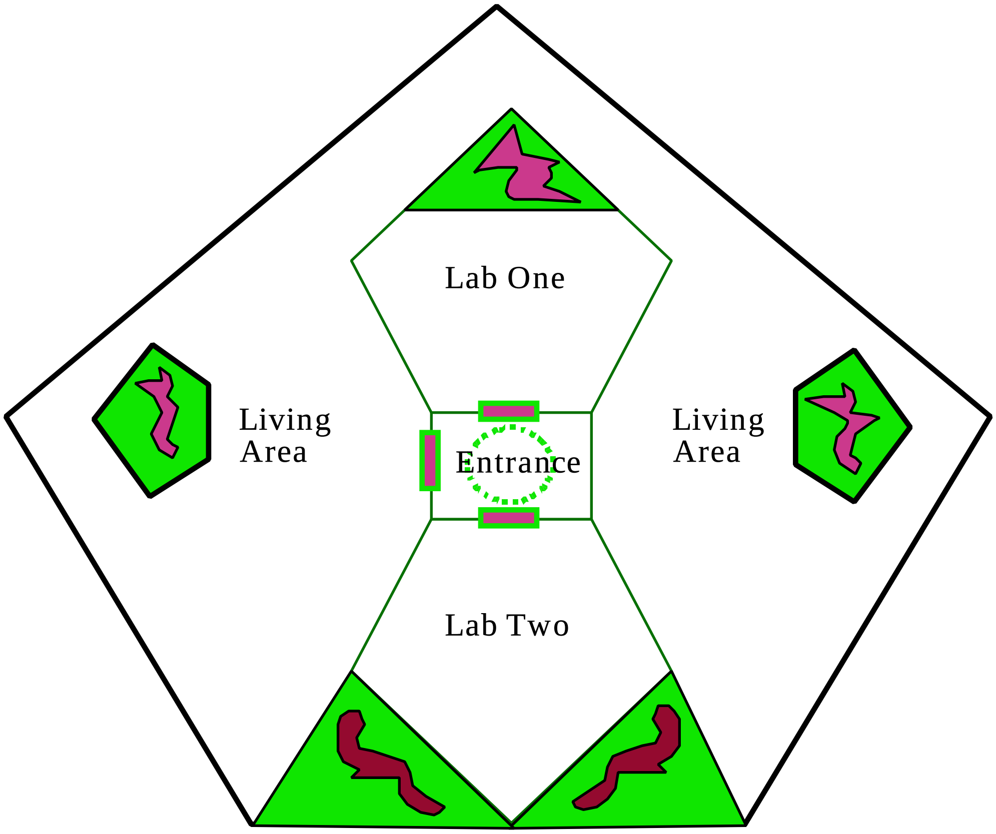
Maps



Players' Map
Zucker Grove
Billingswood Grove
N
10 km / 6.2 miles



Keeper's Main Map
N
10 km / 6.2 miles
Zucker Grove
Billingswood Grove
Mi-Go Outpost


Lab One
Living
Area
Entrance
Living
Area
Lab Two